CLAIMS

1. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, one or more steps of said method performed over a network, said method comprising:

dynamically allocating said bandwidth to a plurality of communication channels, each of said channels retaining one or more instances of content;

recursively receiving user preferences of content information from multiple users, said preferences comprising one or more of: selection requests for specific content, evaluations of existing content, and evaluations of potential content;

dynamically retaining within a selected channel a collection of specific instances of content based on an a collation of said preferences, said collection placed on an allocated communication channel over a period of time;

dynamically allocating user access to said one or more dynamically allocated communication channels based on a best match with said preferences.

2. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein said evaluations of existing and potential content represent user preferences based on voting for or against the content.

3. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein said evaluations of potential content comprises introduction of new content which, based upon a comparison with said collected content, appears to be a high probability match and said evaluations are used to validate or invalidate said match.

4. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein said instances of content comprise selected songs.

5. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein said distribution of content comprises distributing selected songs across the Internet to a user.

6. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein said distribution of content comprises distributing selected songs across the Internet and said communication channels comprise streaming audio channels.

7. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein

said distribution of content comprises distributing selected electronic content to a user from any of: web distribution centers, cable television systems, and satellite systems.

8. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein said distribution of content comprises distributing selected electronic content comprising any of: video, software, personal ads, news stories, restaurant ratings, evaluating advertisements, and political propositions including matching candidates and issues.

9. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein said step of allocating user access to one or more dynamically allocated communication channels comprises dynamically providing said access based on a match of a specific user's collaborative preferences with that of the collaborative preferences of the allocated channel.

10. A method of optimizing bandwidth allocation based on selective filtering, distribution of content and allocation of users to said distributed content, as per claim 1, wherein a new user is mapped to an initial content channel by building a new user profile comprising the steps of presenting a plurality of content selections to the user and registering positive and negative votes of said content selections.

11. A collaborative content programming system, one or more elements of said system located across networks, said system comprising:

a content database, said content database retained within one or more storage locations across said network;

a content engine, said content engine collecting specific instances of content retained in said content database into channels;

an available channel selector, said selector providing access to said channels to content requestors;

said content engine determining a best match to connect each of said content requestors to one or more of said available channels based on specific content requests;

said content engine aggregating said specific content requests and requestor evaluations of specific content, and

said content engine dynamically modifying said collected specific instances of content retained in said content database into channels based on said aggregating.

12. A collaborative content programming system, as per claim 11, wherein said evaluations comprise voting on existing and potential content, said voting representing user preferences.

13. A collaborative content programming system, as per claim 12, wherein said evaluations of potential content comprises introduction of new content which, based

upon a comparison with said collected content, appears to be a high probability match and said evaluations are used to validate or invalidate said match.

14. A collaborative content programming system, as per claim 11, wherein said content comprises selected songs.

15. A collaborative content programming system, as per claim 11, wherein said content is broadcast across the Internet.

16. A collaborative content programming system, as per claim 11, wherein said content is broadcast across the Internet and said channels comprise streaming audio channels.

17. A collaborative content programming system, as per claim 11, wherein said content is broadcast to a requestor from web distribution centers.

18. A collaborative content programming system, as per claim 11, wherein said content is broadcast across said channels from any of: web distribution centers, cable television systems, and satellite systems.

19. A collaborative content programming system, as per claim 11, wherein said content comprises any of: video, software, personal ads, news stories, restaurant ratings, evaluating advertisements, and political propositions including matching candidates and issues.

20. A collaborative content programming system, as per claim 11, wherein said evaluations additionally include requests for omission of specific content.

21. A collaborative content programming system, as per claim 11, wherein said content engine comprises at least data mining algorithms.

22. An e-commerce model for collaborative content programming with electronic access to user modified channels of content, said model comprising:

a collection of individual content selections, said collection retained within computer storage and accessible across computer networks;

computer software, said software tracking and aggregating both individual user's requests based on specific content selections and evaluations of specific selections from said collection, said aggregated requests and evaluations retained locally or remotely in associated computer storage;

one or more channels, said channels dynamically collecting specific content based on said aggregated requests and evaluations, said computer software assigning users to a best matching channel, said channels accessible remotely by said users across said networks, and

revenue collection based on any of: subscription fees, per content fee, advertising, and content purchase options.

23. An article of manufacture comprising a computer usable medium having computer readable program code embodied therein which selective filters and distributes

content based on combined user specific and collaborative inputs, said computer readable program code comprising:

computer readable program code for allocating a communication channel for one or more instances of content;

computer readable program code for recursively receiving content information from multiple users, said content information comprising one or more of: selection requests for specific content, evaluations of existing content, and evaluations of potential content;

computer readable program code for collecting specific instances of content based on said content information, said collected content placed on said allocated communication channel over a period of time, and

computer readable program code for allocating user access to one or more allocated communication channels based on said received content information.